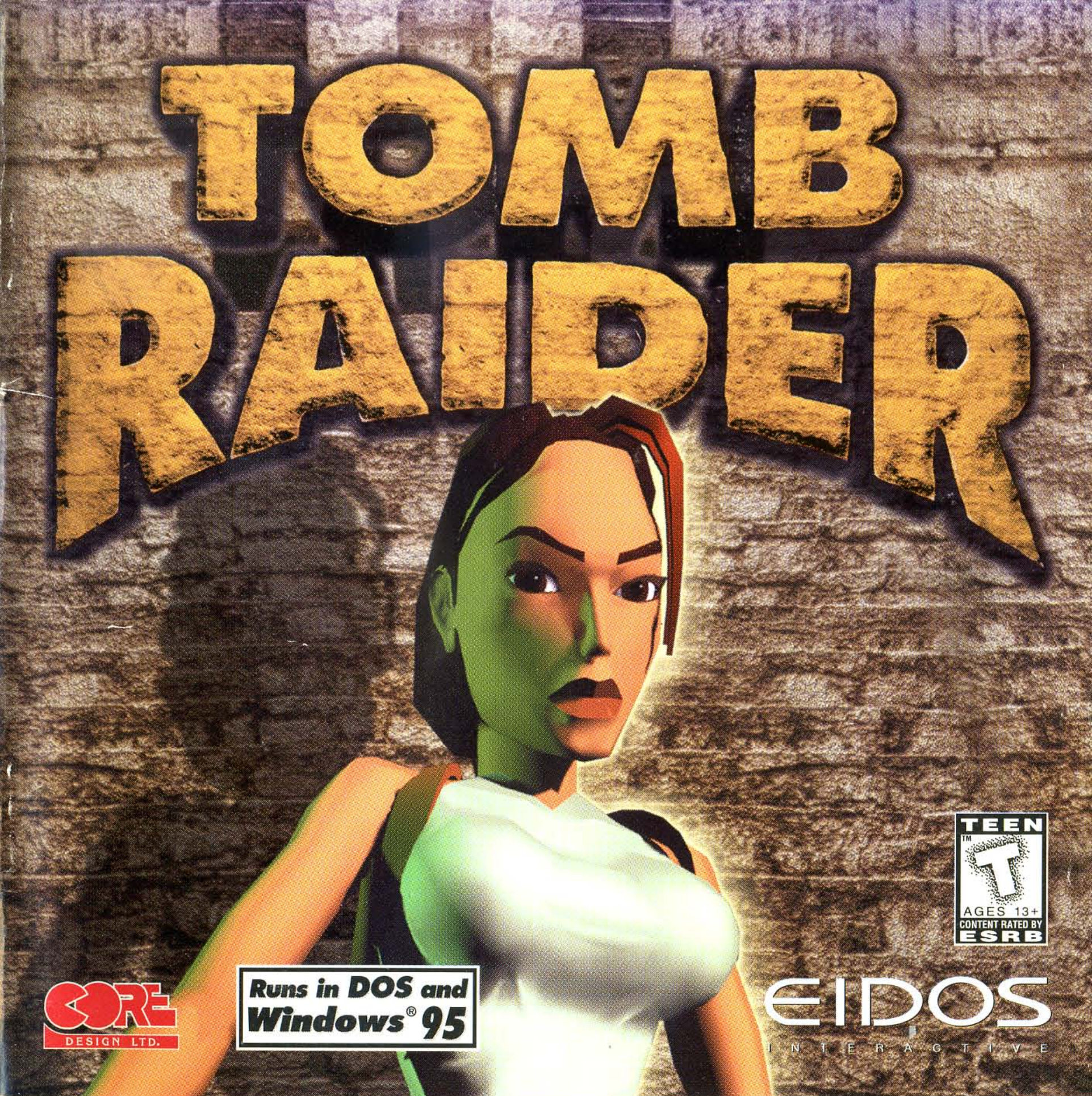
TOMB RAIDER



TEEN
T
AGES 13+
CONTENT RATED BY
ESRB

CORE DESIGN LTD.

Runs in DOS and Windows® 95

EIDOS INTERACTIVE

Epilepsy Warning

Read before using your IBM PC or Compatible computer or allowing your children to use the system.

A very small percentage of people have a condition that causes them to experience an epileptic seizure or altered consciousness when exposed to certain light patterns or flashing lights, including those that appear on a monitor screen and while playing games. Such people may have no medical history of seizures or epilepsy. Please take the following precautions to minimize any risk:

Prior to use

- If you or anyone in your family has ever had an epileptic condition or has experienced altered consciousness when exposed to flickering light, consult your doctor prior to playing.
- Sit at least 2.5ft away from the screen.
- If you are tired or have not had much sleep, rest and commence playing only after you are fully rested.
- Make sure that the room in which you are playing is well lit.

During use

- Rest for at least 10 minutes per hour while playing a video game.
- Parents should supervise their children's use of video games. If you or your child experiences any of the following symptoms while playing a video game:dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions IMMEDIATELY discontinue use and consult your doctor.

TOMB RAIDER

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INSTALLATION

From Windows '95:

1. Insert the Tomb Raider CD into your CD drive and the *Setup Program* will Auto-Run.
2. Select "INSTALL" with the cursor keys and hit ENTER to continue.
3. The *Setup Program* will now prompt you for an installation directory (the default is TOMBRAID). Hit ENTER to continue.
4. The *Sound Card Setup* screen will now appear. If you know what type of sound card you have, you can use the *Manually Select Card* option and choose your settings. If you're not sure what type of sound card you have, select the *Auto Detect* option and hit ENTER.
5. When your sound options are set, they can be tested by selecting the *Test* option (you'll hear Lara speak).
6. When you're finished in the *Sound Card Setup*, select *Continue* and hit ENTER.

NOTE: On some PC's fitted with **Sound Blaster 16/AWE 32** cards, they are detected as such by the *Setup Program* but there might be a problem that causes the cinematic sequences to skip/corrupt during play back.

If you experience this type of problem it usually can be fixed by re-running the *Setup Program* and manually setting the Sound Card to be a Sound Blaster Pro.

7. Select the *Save Settings* option and hit ENTER to complete the installation.

From DOS:

1. Insert the Tomb Raider CD into your CD drive (usually D:\) and switch to that drive.
2. From your CD drive type "INSTALL" and hit ENTER.
3. Follow steps 2-7 listed above in the Windows '95 Installation.
4. Type TOMB from the chosen installation directory (default C:\TOMBRAID) to start the game.

IN-GAME CONTROLS
(Keyboard Defaults)

Cursor Keys	
Up	Run Forward
Down	Jump Back
Right	Turn Right
Left	Turn Left
End	Roll
Space Bar	Draw/Holster Weapon
Alt	Jump
Ctrl	Action
Keypad(Ins)	Look
Delete	Side Step Left
Shift	Walk (when used with arrow keys)
Page Down	Side Step Right
Escape	Display menu rings. Also quits FMV screens.
F1	Changes from low to high res
F2	Decrease size of display
F3	Increase size of display
F4	Adjusts detail level
F5	Shortcut to Save Game screen
F6	Shortcut to Load Game screen

INTRODUCTION

Lara Croft, daughter of Lord Henshingly Croft, was raised to be an aristocrat from birth. After attending finishing school at the age of 21, Lara's marriage into wealth had seemed assured, but on her way home from a skiing trip her chartered plane had crashed deep in the heart of the Himalayas. The only survivor, Lara learned how to depend on her wits to stay alive in hostile conditions a world away from her sheltered upbringing. 2 weeks later when she walked into the village of Tokakeriby her experiences had a profound effect on her. Unable to stand the claustrophobic suffocating atmosphere of upper-class British society, she realized that she was only truly alive when she was travelling alone. Over the 8 following years she acquired an intimate knowledge of ancient civilizations across the globe. Her family soon disowned their prodigal daughter, and she turned to writing to fund her trips. Famed for discovering several ancient sites of profound archaeological interest she made a name for herself by publishing travel books and detailed journals of her exploits.

Menu Ring Controls

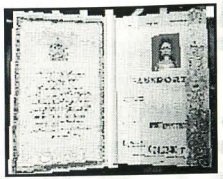
Use Up and Down on the Cursor keys and Enter to select throughout all menus.

Use Right and Left on the Cursor keys to toggle through individual category options.

Starting the Game

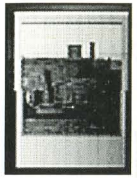
Following a short introductory FMV sequence you will be presented with the Title Screen.

Passport - main game options



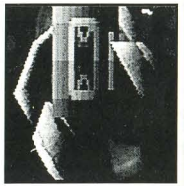
The passport allows you to start a new game, load a previously saved game or quit. Press Enter and the passport will flip open. Pressing Right and Left flips you through the pages of the passport. The first page allows you to choose and load a previous save game. The middle pages will start a new game. The last page of the passport quits the game. (in-game option only)

Snapshot - Lara's Home.



- Choose the Snapshot to access the interactive training level. Lara will explain how the game controls work.
- To exit the Gym select the menu ring and use the exit options within the Passport.

Personal Stereo - Sound effects and music



- Press Enter on the Personal Stereo, here you will have the option to change the volume levels of both the music and the sound effects, to turn one or both off, simply set the level at 0.
- Press Up and Down to toggle between sound effects and music.
- Press Left and Right to adjust volume settings.

Controls - Control configuration

- Press Enter on the Controls icon and you will be presented with a list of default key controls. Use the Left and Right Cursor keys to select the "user keys" menu. Once here, use the Cursor keys to highlight any key you may wish to change. Pressing Enter on a highlighted control followed by another key or a gamepad button will change control to that particular key.

Sunglasses - Adjust detail levels

- Use the Cursor keys to scroll through various detail level options, press Enter to select.

NOTE: F4 can also be used to cycle through detail levels.

ACTIONS

Running
Pressing Up moves Lara forward at a running pace. Pressing Down makes Lara jump back a short distance. Pressing Left or Right turns Lara Left or Right.

Walking
By pressing Walk in conjunction with the Cursor keys Lara can carefully walk forwards or backwards. While the walk button is held down, Lara will not fall off any edge. If you walk up to an edge, Lara will automatically stop.

Side Steps
Side step Left and Right do exactly as you might imagine.

Roll
Selecting Roll will make Lara dive forward, and finish up facing the opposite direction. Roll can also be accomplished by pressing both the forward and backward keys simultaneously.

Jumping
Lara can jump in any direction to evade her enemies. Press the Jump key and Lara will jump straight up into the air. If you press a direction immediately after pressing jump, Lara will jump in that direction.

NOTE: By jumping straight up while holding the Action Button, Lara can "inch" her way forwards and grab those tricky ledges.

Diving
To dive, preferably into water, simply hold the Walk key while also holding the Jump key finally pressing Up on the Cursor keys. This move has no real advantage over jumping into the water other than it looks great!

SWIMMING

Underwater

If Lara finds a pool of water, she can jump in, and have a jolly good swim around. Lara can hold her breath for about two minutes, if she is still underwater after that she'll take damage until she drowns.

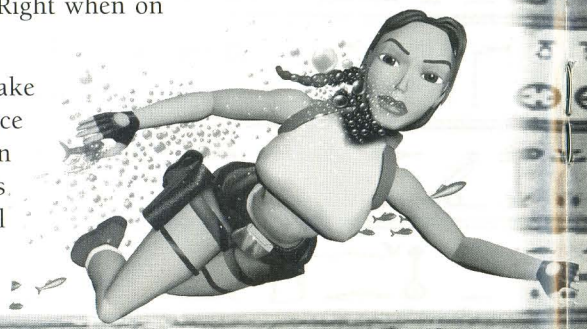
Pressing Up, Down, Left or Right makes Lara rotate in that direction. Pressing Jump makes Lara swim.

Lara can pull levers and pick up objects under water. Just position Lara as close as you can and press action.

Swimming on the surface

Left and Right will rotate her, and forward and backwards make her swim in those directions. You can also use the side step actions to swim Left or Right when on the water's surface.

Pressing Jump will make Lara dive under the surface again, pressing Action and Up when Lara is close to an edge will make her climb out.



ATTACKING

Lara starts the game carrying two pistols. Later in the game she may find some extra weapons.

Shooting

Press the Draw Weapon key and Lara will draw her guns. If Lara sees some thing she doesn't like the look of she will point her guns at it. If there are multiple enemies, Lara will lock on to different targets, choosing the best one as she sees fit.

Pressing Action while Lara is aiming at something will assign that enemy as the current target. It will remain as the current target indefinitely while Action is held Down, regardless of whether or not Lara loses her lock.

While Action is held, Lara will only fire at the current target, ignoring any other enemy in the vicinity. If Lara loses sight of the enemy, she will break her lock, but that enemy will still be assigned as the current target.

The camera will track the current target, so even if Lara loses sight of it, you can still see where it is.

To make Lara continue shooting the current target after she has lost her lock, simply point her in the right direction.

If you want to shoot a different enemy, simply let go of Action, and Lara will pick a new target.

While you have your guns out, Lara can no longer do anything that would involve the use of her hands. These are as follows:

Grabbing hold
If Lara is near to a ledge while she is jumping, pressing and holding Action will allow her to grab the ledge in front of her and hang there. Press Left or Right, and Lara will shimmy sideways. Pressing Up will make Lara climb up to the level above. Let go of Action and Lara will drop.

Climbing
If Lara is faced with an obstacle that she can climb over, pressing forward and Action will make her vault onto it.

Picking objects up
Lara can retrieve objects and store them in her inventory. Position Lara so that the object you want to retrieve is in front of her feet. Press Action and she will pick it up.

Using switches
Position Lara so that the switch is in front of her. Press Action and she will use it.

Using Puzzle Items/Keys
Position Lara so that the object receptor is in front of her Press Action and the item ring will appear. Left and Right will allow you to select the object you want to try, and pressing Action again will use it.

Pushing/Pulling Objects
Lara can push certain blocks around and use them to climb up to greater heights. Stand in front of the block and hold down Action, Lara will get into her ready stance. Once she is ready, press backwards to pull the block, or forwards to push it, if you decide you no longer wish to carry on with this task, simply release Action.

Looking around
Pressing Look will return the camera to directly behind Lara, whatever the camera is currently doing. With the look button held down, the Cursor keys allow Lara to look around her. Once you let go of the button, the view returns to normal. (tip- if you are trying to line Lara up for a jump, and the camera is in an awkward position, pressing just the look button on it's own will show you exactly which direction she is facing).

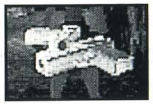
IN GAME MENU RINGS

While in-game pressing Esc will display the Menu Rings. Press Left and Right to rotate the menu ring. Press Enter to use or select the foremost item ready for use.

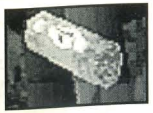
Press Up or Down to swap between Inventory, Items and Options rings (see menu ring for details of the options available).

1.Inventory Ring

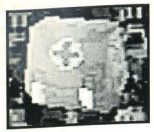
Compass
Select Compass to display the direction in which you are facing.



Weapons
The pistols are, by default, selected and ready to use. If you have found any extra weapons simply select them and press Action. You can also see how much ammo is available to you here.



Small Medi Pack
Using a small medi pack will restore 50% of Lara's health.



Large Medi Pack
Using a large medi pack will fully restore Lara's health.

2. Items Ring

Lara will find some objects that may be useful in puzzles, and if collected this is where they are stored.

3. Options Ring

Passport
Here the options open to you are Restart level, Load or Save game or Quit to Title Screen.

Personal Stereo
For usage descriptions refer to Starting the Game as this does exactly the same as described there.

Save Game

To Save your current game proceed to the Menu Ring select the Passport, turn to the Save Game page and select Save Game. Your games will be named automatically.

Your full game configuration will be saved within the Save Game. You may also use F5 as a shortcut key to reach the Save Game Passport page.

Load Game

To load a previously save game proceed to the Menu Ring select the Passport and choose and select the game you wish to load. A more detailed description of the Passport functions is given under Starting the Game - Passport.

You may also use F6 as a shortcut key to reach the Load Game Passport page.

Statistics Screen

At the end of each level you are presented with a Statistics screen, here you will be able to judge just how well you have performed.

At the successful completion of each level your health will be restored to 100%.

If you die in-game you will be presented with the Passport Screen, here you will be given the opportunity to Load (previously saved game), Restart (level) or Quit to the Title Screen.

EIDOS INTERACTIVE HINT LINE

1-900-77-EIDOS

Cost of Call $0.95/minute/Must be 18 years or have Parent's Permission/Touch-Tone Phone Required

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"HFCIT?"

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Customer Service

Please read the following section **before** calling the HELP Line:

Because of the millions of different hardware and software combinations possible with today's PC's, you may still have to refer to your computer manufacturer, or software publisher in order to properly configure their product to run with our game. If at all possible, be near your computer when you call. The Customer Service agent will need specific information about your machine and may need you to access or change some files while you are on the phone. If it is not possible to be near your computer, be sure to have:

- A listing of all of your machine's hardware and its settings.
- The contents of your AUTOEXEC.BAT and CONFIG.SYS files.
- All the information listed after CHKDSK or MEM command.
- The current configuration of your game.

Our technical HELP Line number is (415) 217-4111. Customer service is available Monday through Friday 9:00AM to 5:00PM Pacific Time.

For hints and tricks, please call 1-900-77-EIDOS.

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